

# ANNA ROSENBERG

anna-rosenberg.com

## PROFESSIONAL SKILLS

- Languages: JavaScript, C#, HTML5/CSS
- Web Frameworks & Libraries: Node.js, React/Redux, Sass, Jade, Bootstrap
- Developer Tools: Visual Studio, Monogame, Visual Studio Code, Brackets, Unity
- Software: Adobe Photoshop, Illustrator, Maya
- Version Control: Git
- Project Management Tools: JIRA, Slack, Discord, Trello
- Learning: C++

## EXTRA CURRICULAR

- Volunteer at AutismUp
- Appointed Sisterhood Chair of Alpha Xi Delta (Dec 2017)

## CONTACT

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## EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT

*Rochester Institute of Technology | Expected graduation: 2019*

Dean's list: Spring 2016 - Spring 2018

## WORK EXPERIENCE

SOFTWARE ENGINEER INTERN

*Blizzard Entertainment | May 2018 - August 2018*

- Worked on BlizzCon web app, creating and implementing new features as part of a multidisciplinary team
- Integrated Google Analytics and localization support for the BlizzCon watch page
- Contributed to internal libraries and collaborated with multiple teams

JAVASCRIPT DEVELOPER

*Rochester Institute of Technology | June 2017 - Present*

- Learned Node.js to maintain captioning request form and server
- Created and published various JavaScript applications and tools for online courses

TEACHING ASSISTANT

*Rochester Institute of Technology | Aug 2017 - Dec 2017*

- Helped teach and debug student work, including HTML5, CSS, JavaScript, source control, and FTP
- Graded student assignments

## PROJECTS

DON'T EAT THE YELLOW SNOW

*November 2017*

- A humorous collection game developed using only Canvas.js and raw JavaScript. I created this game entirely on my own, including the art assets.
- [anr6921.github.io/projects/Project2.3/DETYS.html](http://anr6921.github.io/projects/Project2.3/DETYS.html)

GUILDHUB

*December 2017*

- Utilizes Blizzard API to get guild member information and visually display returned JSON data
- Created a Node server by using benweier's blizzard.js library
- Currently being hosted on Heroku
- <http://guildhub.herokuapp.com/>